

Noble

Class Traits

Role: Controller.

Power Source: Martial. You are a martial controller. Nobles are landed gentry with large amounts of wealth and influence. Nobles have an unlimited number of subordinates who wish to have a slice of their favour and wealth. Their powers involve the management and deployment of minions to hurt the enemy and them in battle.

Key Abilities: Intelligence, Charisma, Wisdom

Armor Proficiencies: Cloth, Leather, Hide

Weapon Proficiencies: Simple melee, simple ranged

Bonus to Defense: +1 Reflex, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 5 + Constitution modifier

Trained Skills: From a list of all class skills, choose five more trained skills at 1st level.

Class Skills: Bluff, Intimidate, Perception, Insight, Diplomacy, History, Athletics

Class Features: Retinue, Rally minions, Call Reinforcements

A noble is a powerful force in a medieval world. Their power derives itself from their noble houses which provide them with a comfortable stipend, an education that can only be matched by one from the finest arcane institutions and hordes of commoners who will do anything for the noble in exchange for the favours of the noble house.

Noble Class Features

Nobles have the following class features:

Retinue

Every noble begins play with four minions who accompany them in every adventure and counts as allies. At 5th, 11th, 15th, 21th, 25th and 30th levels, nobles can increase their retinue strength by 1.

When minions are destroyed in battle, the noble house will be able to reinforce the noble with more helpers but when the next encounter begins. Minions have AC and defences that is equal to that of the noble and have 1 hit point.

The noble can select the composition of their retinue:

Men-at-arms are armed with longswords and shields, they have a +2 to AC and +2 to Reflex defense. Base damage is 4, weapon proficiency is +3.

Archers are armed with short-bows and can make ranged attacks. Base damage is 3, weapon proficiency is +2

Spearmen are armed with spears and count as having reach weapons. Base damage is 3, weapon proficiency is +2.

Some powers of the noble depend on having a particular type of minion in battle.

Minions can move 5 squares when the noble takes a move action. Minions perform attacks of opportunity with the Noble's Int bonus plus $\frac{1}{2}$ Noble's level plus weapon proficiency bonus. Minion damage increases by two when the Noble reaches 11th level. Damage increases by 4 when the noble attains 21st level.

Rally Minions

Minions will be destroyed once they are hit. Nobles have the ability to intimidate and cajole their retinue to fight on in the face of overwhelming odds. As a free action a number of times a day equal to his Charisma + 1, the noble can inspire his minions to ignore damage from one attack source and keep on fighting in combat.

Call reinforcements

A number of times during an encounter equal to the Charisma + 1 of the Noble, he can call for reinforcements to replace the minions he has lost in combat.

Call Reinforcements

Noble Attack 1

More minions arrive to reinforce their fallen comrades

At-Will - Martial, Retinue

Minor Action

Requirement: You must have less than your maximum capacity of members in your retinue to use this power.

Target: None

Attack: Not applicable

Effect: Place a fresh minion within 5 squares of your location.

Noble Powers

Level 1 At-Will Exploits

Coordinated Strike

Noble Attack 1

All members of your retinue attack at once.

At-Will - Martial, Retinue, Weapon

Standard Action

Requirement: You must have at least one member of your retinue alive in combat to use this power.

Target: Special

Attack: Int vs. AC

Hit: All of your minions perform an attack with your Intelligence modifier against an enemy in range.

Intimidating Advance

Noble Attack 1

You stare menacingly at the enemy while your retinue advances towards them.

At-Will - Martial, Retinue

Standard Action Melee

Requirement: None

Target: One enemy within 10 squares

Attack: Cha vs. Will

Hit: Enemy is dazed.

Effect: All your minions may perform a move action.

Overbearing Assault

Noble Attack 1

You order your minions to hold an enemy in place.

At-Will - Martial, Retinue

Standard Action Melee

Requirement: None

Target: One enemy adjacent to at least one minion

Attack: Int + 1 per minion adjacent to the target vs. Fort

Hit: Enemy is immobilized and takes your Charisma modifier in damage.

Unruly Shove

Noble Attack 1

You order your minions to push your enemies around the battlefield and treat them with general disrespect.

At-Will - Martial, Retinue

Standard Action Melee

Requirement: None

Target: One enemy adjacent to a minion.

Attack: One Int vs Fort attack per minion.

Hit: Enemy slides number of squares equal to your Intelligence bonus and takes your Cha damage.

Level 1 Encounter Exploits

Net Assault

Noble Attack 1

Each of your minions hurl a net at the enemy to immobilize them.

At-Will - Martial, Retinue

Standard Action

Requirement: You must have at least one minion alive to use this ability

Target: Any enemy within 5 squares of a minion

Attack: Each minion performs an Int vs Reflex attack.

Hit: Target is immobilized until saving throw can be made. Target takes Charisma damage.

Tide turning assault

Noble Attack 1

You call for reinforcements during battle in an attempt to turn the tide.

At-Will - Martial, Retinue

Standard Action

Requirement: You must have less than your maximum capacity of members in your retinue to use this power.

Attack: Int vs AC

Hit: Each minion performs an attack against an enemy within range.

Effect: Place a number of minions within 5 squares of you to replenish your minion pool up to its maximum capacity.

Level 1 Encounter Daily

My Life for Your Glory

Noble Attack 1

A minion sacrifices himself to further the purposes of the House.

At-Will - Martial, Retinue

Standard Action

Requirement: You must destroy a minion adjacent to an enemy to use this power.

Attack: Int vs Ref

Hit: 3d10 + Charisma damage against one target.

Effect: Your minions gain +1 to hit and +1 to damage until the end of the encounter.

Miss: Half damage

My Forces Stands against You

Noble Attack 1

You summon a horde of minions to join you in battle

At-Will - Martial, Retinue

Standard Action

Requirement: None

Attack: Int vs AC

Hit: 1d10 + Charisma damage against one target.

Effect: Place a number of minions within 5 squares of you to replenish your minion pool up to its maximum capacity + 4.

Miss: Half damage

